



Faculty of Computer Science and Information Technology

***A MOBILE APPLICATION FOR ENGLISH VOCABULARY LEARNING
AMONG CHILDREN (EASY ENGLISH)***

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(53337)**

**Bachelor of Computer Science with Honours
(Information Systems)**

2019

**A MOBILE APPLICATION FOR ENGLISH VOCABULARY LEARNING
AMONG CHILDREN (EASY ENGLISH)**

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**This project is submitted in partial fulfilment of the
requirements for the degree of Bachelor of Computer
Science and Information Technology**

Faculty of Computer Science and Information Technology

UNIVERSITI MALAYSIA SARAWAK

2019

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14th May 2019

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THESIS STATUS ENDORSEMENT FORM

TITLE A MOBILE APPLICATION FOR ENGLISH VOCABULARY LEARNING
AMONG CHILDREN (EASY ENGLISH)

ACADEMIC SESSION: 2018 / 2019

NUREEN NAJJAH BINTI ZOLKAFLI

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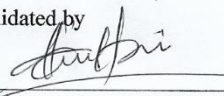

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ACKNOWLEDGEMENT

First and foremost, all praises to the Almighty God, Allah SWT for His blessings to give me strength to finish my final year project. There are many people in my life that helped me to get through all the rough and miserable situation while completing this project. Therefore, it was my pleasure to thank them all for keep inspiring me with endless support towards the end.

Next, I would like to express my deepest appreciation to my supportive and easy-going supervisor, Madam Inson binti Din and also my examiner, Assoc. Prof. Dr. Jane Labadin, for the contribution in stimulating suggestions and encouragement over the two semesters and guide me to complete the mobile application and the thesis.

I take this opportunity to express gratitude to the Faculty of Computer Science and Information Technology (FCSIT), Universiti Malaysia Sarawak for giving a platform for me to gain knowledge and valuable experience throughout four years of studies. Other than that, this gratitude also for all lecturers of FCSIT for giving and share their knowledge all these years and that knowledge helping me in order to complete this final year project. Thank you so much for the support.

Next, appreciation goes to my family especially my parents, Encik Zolkaifli bin Mohd Ali also Puan Fatimah binti Manap for supporting me throughout my life and give continuous support emotionally and financially. I always knew that you believed in me and wanted the best for me. Finally, I thank my closest friends and batchmates especially to Fatimah Zahrah binti Abdul Ghani, Nur'Ain Zuraida binti Ishak, Nor Afikah binti Mazlan, Nurhanani Izzati binti Ismail, Noor Amnah binti Mohamad Noor and Nora Syahirah binti Aris. Thank you for listening, offering me advices and supporting me through this entire process. You made my degree life so meaningful and our friendship will be greatly appreciated.

ABSTRACT

The purpose of this study is to design a mobile application for English vocabulary learning suitable for children between the ages of 5 and 6 and to develop a mobile application capable of improving English language learning for children. This study will focus on the English vocabulary such as animals, fruits, transportations and hobbies. This is because some children faced difficulties in learning English due to limited hours of learning in the school and the less attractive of teaching materials. In this study, the Mobile Application Development Life Cycle will be used as the methodology in which the model consists of six phases which are identify, design, development, testing, deployment and maintenance. All these phases are required to collect all activities, techniques and software to develop a good deliverable for this study. Furthermore, this study uses usability testing among pre-schooler students aged between five to six years old and preschool's teacher as an expert to participate in this study. Besides that, the functionality test is also conducted to measure the functionality of the mobile application. This study will include the principles of multimedia design to increase the effectiveness of the mobile application for English vocabulary learning among children.

ABSTRAK

Tujuan kajian ini adalah untuk mereka bentuk aplikasi mudah alih pembelajaran perbendaharaan kata Bahasa Inggeris yang sesuai untuk kanak-kanak berusia 5 hingga 6 tahun dan membangunkan aplikasi mudah alih yang mempunyai keupayaan untuk meningkatkan penguasaan bahasa Inggeris pembelajaran perbendaharaan kata kanak-kanak. Kajian ini tertumpu kepada perbendaharaan kata Bahasa Inggeris seperti haiwan, buah-buahan, pengangkutan dan hobi. Ini kerana sesetengah kanak-kanak menghadapi kesukaran dalam mempelajari Bahasa Inggeris kerana waktu pembelajaran yang terhad di sekolah dan bahan-bahan pengajaran yang kurang menarik. Dalam kajian ini, Kitar Hayat Pembangunan Aplikasi Mudah Alih akan digunakan sebagai kaedah di mana model ini terdiri daripada enam fasa seperti mengenal pasti, mereka bentuk, pembangunan, ujian, penggunaan dan penyelenggaraan. Kesemua fasa ini diperlukan untuk mengumpul aktiviti, teknik dan perisian untuk membangunkan aplikasi yang baik. Tambahan pula, kajian ini menggunakan ujian kebolehgunaan di kalangan pelajar prasekolah berusia antara lima hingga enam tahun dan guru prasekolah mengambil bahagian dalam kajian ini. Selain itu, ujian fungsi juga dijalankan untuk mengukur fungsi aplikasi mudah alih. Kajian ini akan merangkumi prinsip-prinsip reka bentuk multimedia untuk pembelajaran perbendaharaan kata Bahasa Inggeris dalam kalangan kanak-kanak.

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CHAPTER 1: INTRODUCTION

1.1 Introduction

English language is the second most important language in Malaysia after the country's national language which is Bahasa Malaysia (Yunus, Sulaiman & Embi, 2013). English language became important as Malaysia is a multicultural country and made up of various ethnic groups where the biggest groups of ethnics are Malays, Chinese and Indians (Amerrudin & Sarimah, 2012). The importance of English language has commonly contributed to the learning and information in science and technology can be gained by using English (Md Yunus et al., 2013). Besides that, children can develop the essential abilities including in useful communication with others (Cordova, Gonzales & Martinez, 2010). There are problems with English language learning among children such as children faced difficulties to learn English language as second language in the class with the limited hours at the school. Not just that, the reason why the children in Malaysia are having difficulties in learning English is because of a strong impact of our national language which is Bahasa Melayu over the learning of English language (Section et al., 2012).

Mobile application for education has many advantages. One of it is accessible. By using mobile application in learning, it is very suitable for children to improve their English vocabulary learning skill.

Next, multimedia is defined as the presentation of materials from combination of words and pictures (E. Mayer, 2002). There are advantages of multimedia in learning such as encouraging parents to draw their children's attention to use the mobile application for the learning purposes. This is because children nowadays are more attracted to attractive multimedia since they love to play and learn best when they are enjoying themselves. Besides

that, Mayer (2002) stated that learners can learn and understand an explanation better through multimedia compared to when explanation is presented in words only. These advantages will attract the children to use the mobile application to improve their English vocabulary with their parents' guidance. However, it is just a complement towards the current learning method in school.

1.2 Problem Statement

English is the second language in Malaysia since Malaysia has a strong international relationship and has many foreign company investors. The use of English is increasingly important in matters involving countries around the world.

In Malaysia, English is one of the subjects that taught in school. However, the children faced some difficulties to learn English as the second language due to limited hours of learning at school. Some students difficult to catch up the learning style due to lack of training and guidance from the teachers.

In general, English learning at school uses whiteboard, books and less attractive teaching materials. So, the learning process become less effective because the children are not engaging with the learning process. If this situation continuously occurs, it is hard to attract the children to learn English and discourage them to use English as their second language.

1.3 Objectives

- To develop a mobile application that has the ability to teach children aged 5 to 6 years old number of vocabularies through flash cards, quiz and mini games
- To introduce children aged 5 to 6 years old with one of the learning tools to learn English vocabulary which is through mobile application
- To test children's understanding of what they have learned from the application

1.4 Procedures/Methodologies

Methodology is the model in which pre-set guidelines and description of methods characterized effectively to complete the development of a project. The methodology used to develop this project is the Mobile Application Development Life Cycle (MADLC). The reason to use this methodology is because it is an iterative method that allows to make changes, add new features and gives flexibility to keep evolving with the frequent updates. There are 6 phases of MADLC to be implemented in the development of Easy English App. All these phases are important in order to develop a good deliverable. Figure 1.1 below illustrates the methodology adopted for this project.

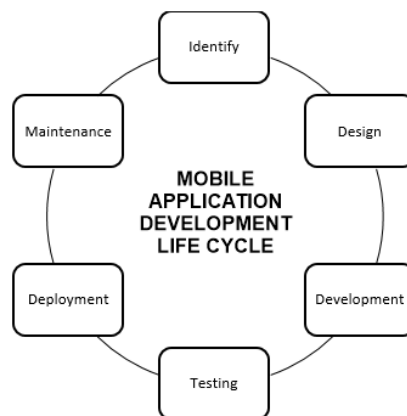


Figure 1. 1 MADLC methodology

Phase 1 : Identify Phase

This is the first phase in which ideas are gathered, problems are identified, features and functionality requirements are defined.

Phase 2 : Design Phase

Once the objectives have been determined, the idea of the mobile application is developed into an initial application design. In this part, the storyboard of mock up design is created to describe the flow of the application.

Phase 3 : Development Phase

The application will be coded at this stage using the Android Studio platform.

Phase 4 : Testing Phase

Bugs and defects are always a constant in the development process. Thus, testing is needed to ensure the application works well without any errors. Testing will be performed on the real device that support Android application.

Phase 5 : Deployment Phase

It is the final stage of the process of development where the application is finally deployed and live. After deployed, a support plan is needed for maintenance and support for potential upcoming issues.

Phase 6 : Maintenance Phase

In order to meet acceptance requirements, this is a phase of improving the quality. The developer will improve the application during this phase if necessary based on user feedback.

1.5 Project Scope

This mobile app will focus on learning English vocabulary. Children between the ages of 5 and 6 whom can read are the targeted users of this application. This application will include multimedia elements in order to learn English vocabulary such as images and sounds to make the mobile application much interesting and attractive.

1.6 Significance of Project

This application is significant to the children where children can learn English vocabulary while playing games in the mobile app. Also, the children can easily learn English through the mobile application at anywhere and anytime with parental guide. This indirectly will improve the English vocabulary among the children and ease the teacher to teach them at the kindergarten. It can make the mobile learning application more fun and interesting for the kids to use it with the multiple features in the mobile application. This mobile learning app will help transform the learning method of children from something they don't really like to do into something they like to do.

1.7 Project Schedule

The project schedule is used as guidance for the progression of the proposed project by using Gantt Chart. In completing this final year project, all progress will be done throughout the two semesters of the academic year of 2018/2019. The figure of the project schedule is attached at Appendix A.

1.8 Expected Outcome

The kids were expected to gain more English vocabulary knowledge by the end of this project. The main goal of this application is to help users learn more English vocabulary with the mobile application platform, as in children aged 5 to 6 years. This mobile application is the best guidance to help the users in order to learn English vocabulary in an effective way.

1.9 Project Outline

Project outline give a brief explanation on what will be discussed in each chapter of the report.

The introduction of the proposed framework is described in Chapter 1. This chapter includes the problem statement, the study objectives, the methodology used, the scope of the project, the significance of the study, the schedule of the project and the project's expected outcome. The problem statement describes the challenges faced by the present system and justifies this project's development. The objectives clarify the goal of the project to be achieved by the end of the development. The scope clarifies the project's limitations to be developed.

Chapter 2 discusses about the review done on the existing techniques and applications similar to the proposed project. The overall study is done based on articles and journals. Limitations of existing systems and methods of improvement is analysed by presenting a side by side comparison of the features. At the end of the chapter, a brief description on the software and technology tools utilized for the execution of this project.

Chapter 3 describes the methodology used to develop this project as a whole. To develop the proposed application, the Mobile Application Development Life Cycle (MADLC) will be used as a methodology. The final segment of this chapter included Use Case Diagram, Sequence Diagram, Class Diagram and Activity Diagram to express the flow of the system.

Chapter 4 focused on the development of the proposed project. During implementation, the interfaces and flow of the application is shown and discussed based on the modules of the application. Each of these modules will be briefly explain with the screenshot of the application and the snippet coding for a certain function. This chapter also comprises the development environment and/or installation and configuration of the software used.

Chapter 5 discusses the testing part, it will explain what has been carried out in the application. Testing is done to ensure the proposed project has achieved the objectives with lesser error. The testing covered two types of testing which are functional and non-functional. Under the functional testing contains the test cases of each modules of the application, while non-functional testing will discuss the usability testing.

Chapter 6 discusses the conclusion about the development of proposed project as a whole. The author will state whether the objectives of this project is achieved or not. Furthermore, the application's future works and enhancement will also be explained.

1.10 Summary

In summary, Chapter 1 brief the idea of the project is made to give readers a clearer figure about the whole process of proposed project to be developed. The problem statement, objectives, methodology, scope of the project, project schedule and the expected outcome after the project developed has been discussed.

CHAPTER 2: LITERATURE REVIEW

2.1 Introduction

This chapter presents the literature review conducted on similar applications and the content of the discussion on the review of the existing mobile application similar to the project being proposed. The author will discuss the comparison of features in more detail and select the features to be implemented in the proposed mobile application. Lastly, the author also will summarize the chapter and its findings.

2.2 English Learning

Based on Yunus, Sulaiman and Embi (2013), they stated that English language is the second most important language in Malaysia after the country's national language which is Bahasa Malaysia. This is because English language became important as Malaysia is a multicultural country and made up of various ethnic groups where the biggest groups of ethnics are Malays, Chinese and Indians (Amerrudin & Sarimah, 2012). The importance of English language has commonly contributed to the learning and information in science and technology can be gained by using English (Md Yunus et al., 2013). Moreover, Cordova, Gonzales and Martinez (2010) opined that children can develop the essential abilities that including in useful communication with others through English language.

A thorough understanding of this issue has encouraged the author to develop a mobile application to learn and improve the English vocabulary for children in Malaysia.

2.2.1 English Vocabulary learning

English vocabulary learning is a basic principle for English learning since the vocabulary is a building block in making a sentence (Kongcharoen, 2017). Cameron (2001) defines that vocabulary is one of the knowledge areas in language that plays an important role for learners in attaining a language. Furthermore, vocabulary learning is the most important issue for English learning since the vocabulary involves the basic building blocks of English sentences (Section et al., 2012).

It is important to understand the definition of English vocabulary learning where this issue will definitely help the author to develop an attractive and interesting mobile application for English vocabulary learning among children in Malaysia. The author hopes that this mobile application will help children to learn and improve their English vocabulary.

2.2.2 Difficulties in Learning English Vocabulary among Children

Based on Ministry of Education of Malaysia (as cited in (Jafre, Abidin, Ong, & Kim, 2011)), the English Language Curriculum proposes that through stories, rhymes, poems, songs and games, preschool children can communicate actively with others in their instant environment and can increase satisfaction of the language. Generally, there are many children that having difficulties in learning English language as a second language. According to Menakapriya (2016), the children faced difficulties to learn English in the class with limited hours at the school. Apart from that, the reason why the children in Malaysia are having difficulties in learning English is because of a strong impact of our national language which is Bahasa Malaysia over the learning of English language (Section et al., 2012). A thoroughly understanding of this issue regarding difficulties in learning English vocabulary among children has encouraged the author to develop a mobile application for the children in Malaysia to learn and improve their English vocabulary.